Extreme-G FAQ

by Ness47x

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                    Extreme-G Walkthrough
                | November 3, 2001| Version 1.0 |
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==========================================================================
1. Version Data
==========================================================================
11/03/01: Version 1.0- Finished it all up.
10/31/01: Version 0.2- Got halfway through the courses.
10/29/01: Version 0.1- Got through to the Weapon List.
==========================================================================
2. Introduction
==========================================================================
```
Extreme-G is a highly underrated game. It has very good Graphics,
sound, Gameplay, and Replay Value. Out of all the racing games I own,
this is my favorite. In this Walkthrough, I will teach you everything I
know about Extreme-G.
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==========================================================================
3. Controls
==========================================================================
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These are the default controls. They can be changed at any time by
pressing R on the bike selection screen.

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Z= Accelerate
A= Primary Weapon
B= Brake
R= Skid
Cv= Nitro
C>= Secondary Weapon
C^= Change View
L= Display Names
Control Pad= Steer
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==========================================================================
4. Bikes
==========================================================================
```
1 is the worst and 10 is the best.
The stats are divided into five sections:
Accel: Acceleration- How well the bike can get up to its top speed from
a dead stop.
Speed: How high its top speed is.
Turns: How well it can turn.
Shield: The lower the shield the more damage you will take. If your
shield runs out you will slow down more when hit.
Weap: Weapons- How powerful your weapons are.

There are three types of Fixed Weapons:
Laser: Good slow down power, Medium distance, bad power
Excel: Medium slow down power, bad distance, Good power
Pulse: Bad slow down power, Good distance, medium power

The average speeds were taken on Desert 1 in Time Trial (faster than
Extreme Contest).

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-----------------------------------------------------------------------
Regular Bikes
-----------------------------------------------------------------------

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Raze
------------------------------------
Accel: 1
Speed: 10
Turns: 6
Shield: 3
Weap: 7

Fixed Weapon: Laser
Average Speed: 225-250
Average Nitro Speed: 310-335

Opinion: He's fast but his acceleration is horrible. He's not the best,
but he's still OK. To help with his acceleration, use a nitro at the
start.
Rating: 5/10
------------------------------------
Rana
------------------------------------
Accel: 2
Speed: 9
Turns: 5
Shield: 4
Weap: 8

Fixed Weapon: Pulse
Average Speed: 220-245
Average Nitro Speed: 300-325

Opinion: This guy is OK. He has great speed and good weapons, but he
lacks in acceleration.
Rating: 6/10
------------------------------------
Khan
------------------------------------
Accel: 10
Speed: 5
Turns: 4
Shield: 7
Weap: 2

Fixed Weapon: Excel
Average Speed: 215-230
Average Nitro speed: 320-355

Opinion: Excellent! This bike is a great bike for beginners. He might
very well be the best regular bike.
Rating: 8/10
------------------------------------
Grimace
------------------------------------
Accel: 9
Speed: 6
Turns: 3
Shield: 8
Weap: 1
```

```
Fixed Weapon: Laser
Average Speed: 215-235
Average Nitro Speed: 320-350

Opinion: Tied with Khan for the best regular bike.
Rating: 8/10
-----------------------------------
Mooga
-----------------------------------
Accel: 1
Speed: 6
Turns: 7
Shield: 10
Weap: 3

Fixed Weapon: Pulse
Average Speed: 210-230
Average Nitro Speed: 280-310

Opinion: Save this one for the battle arena. He is horrible at racing.
Rating: 4/10
-----------------------------------
Jolt
-----------------------------------
Accel: 2
Speed: 8
Turns: 5
Shield: 4
Weap: 1

Fixed Weapon: Excel
Average Speed: 210-235
Average Nitro Speed: 290-315

Opinion: Don't use this guy. He is just plain horrible.
Rating: 2/10
-----------------------------------
Maim
-----------------------------------
Accel: 8
Speed: 5
Turns: 4
Shield: 1
Weap: 10

Fixed Weapon: Laser
Average Speed: 210-230
Average Nitro Speed: 310-340

Opinion: Great! This guy is probably the best after Khan and Grimace.
Rating: 7/10
-----------------------------------
Apollyon
-----------------------------------
Accel: 7
Speed: 6
Turns: 3
Shield: 2
Weap: 10
```

```
Fixed Weapon: Pulse
Average Speed: 210-230
Average Nitro Speed: 310-335

Opinion: He is OK, but he is still not very good.
Rating: 5/10
----------------------------------------------------------------------
Super Bikes
----------------------------------------------------------------------
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Roach
-----------------------------------
Accel: 7
Speed: 10
Turns: 8
Shield: 8
Weap: 10

Fixed Weapon: Excel
Average Speed: 235-270
Average Nitro Speed: 320-350

Opinion: Excellent, but once you get Neon you probably won't use this
guy near as much.
Rating: 9/10
-----------------------------------
Neon
-----------------------------------
Accel: 10
Speed: 10
Turns: 10
Shield: 10
Weap: 10

Fixed Weapon: Laser
Average Speed: 250-280
Average Nitro Speed: 350-410

Opinion: The best bike in the game. He has absolutely perfect stats.
With the high-speed code on, I was able to get him to go over 700 mph.
This guy should be used in time trial to get the best records.
Rating: 10/10
======================================================================
5. Weapons
======================================================================
If you want to, you have the option of turning the weapons off on the
options menu.

Standard Missiles: A yellow R with one arrow above it.
Desc: These come in packs of one, two, three, four, or five. They go
straight ahead when fired and explode on impact.
Rating: 5/10

Multiple Needle Missiles: A purple R with three arrows above it.
Desc: These come in groups of 2 or 4 and fire altogether.
Rating: 6/10

Rear Firing Missile: A green R with an arrow below it.
Desc: These come in packs of one, two, three, four, or five. They fire
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altogether and go backwards.
Rating: 7/10

Mortar Rocket: A green R with an arrow on each side of it.
Desc: These come in packs of two, four, six, or eight. They fire upward
and rain down on the course in front of you.
Rating: 2/10

Homing Missile: An H with an arrow above it.
Desc: These home out an enemy in front of you and explode when they hit
them. If there is no enemy, then they will deflect of walls and explode
a fair way along the track.
Rating: 8/10

Proximity Mines: A yellow M with a blue ring around it.
Desc: Lays on the track and explodes when a bike hits it, slowing them
down.
Rating: 7/10

Laser Limpet-Mines: A yellow M with a red line on either side of it.
Desc: This attaches itself to both walls and explodes when someone hits
it.
Rating: 7/10

Morning Star: A yellow M with a circle above it.
Desc: This is a mine with a laser circling around a stick. It explodes
when someone hits it.
Rating: 3/10

Tractor Beam: A purple T with three yellow boxes above it.
Desc: This pulls other players backwards, allowing you to pass them.
Rating: 6/10

Flame Exhaust: A red F with a red flame above it.
Desc: This slows down everybody who hits it and gives you a little
boost.
Rating: 6/10

Power Shield: A blue circle with three yellow squares on each side.
Desc: This protects you and fires waves out that slow down the
opponent.
Rating: 7/10

Invulnerability Shield: A blue circle with a light blue ring around it.
Desc: This protects you from damage for a longer time than the Power
Shield.
Rating: 8/10

Phosphor Flare: A blue F with gray circles all around it.
Desc: This creates a bright light that blinds your enemy for a few
seconds.
Rating: 5/10

Ion Side Blast: A red I with a purple arrow on each side of it.
Desc: Electric waves shoot out of the side of your bike, preventing
anybody from passing.
Rating 4/10

Static Pulse: A yellow lightning bolt.
Desc: This fires a purple "Tornado" down the track. If it hits a

person, it slows them down, reverses their steering, and prevents them
from using their weapons for a limited amount of time.
Rating: 9/10

Wally Warp: A yellow and a purple W.
Desc: First, this drops the exit warp (purple), then it drops the
entrance warp (yellow) later on. When someone hits the entrance warp,
they will be warped back to the exit warp. The faster you go after you
drop the exit warp, the farther the two warps will be apart.
Rating: 10/10

Invisibility: Four blue lines that form a circle.
Desc: This makes you invisible for a limited amount of time. While you
are invisible, you will disappear from the radar, but your shield will
still show up if you hit something.
Rating: 8/10

Recharge: A red circle.
Desc: This refills some of your shield. If your shield is full, it will
do nothing.
Rating: 8/10
==
6. The Courses
==
In all there are 13 courses, but only three are available at the
beginning. The others can be unlocked in Extreme Contest mode.

A. Desert

Desert 1

Opinion: A very basic track. This track shouldn't be too difficult.

Jumps: 1
Ramps: 2
Nitro Curtains: 2

Best Path: After the temple there will be two paths to take. Take the
left path, it's longer but it has two nitro curtains. Before the second
nitro curtain, use a regular nitro to go zooming through the
straightaway.

Desert 2

Opinion: This track has a lot of neat features. It has one of the
biggest dips in the game, and one of the two pipes in the game.

Jumps: 3
Ramps: 0
Nitro Curtains: 2

Best Path: After the big dip and a long straightaway, there will be a
fork. Take the left path, it is faster. The right path has a pipe, a
jump and a nitro curtain though.

Desert 3

Opinion: A cool course. You will go through a corkscrew and find a
hidden shortcut.

```
Jumps: 1
Ramps: 3
Nitro Curtains: 0

Best Path: After the junkyard at the beginning, there will be two
paths. Take the right path. It is shorter, but it has a jump.

Shortcut: After the corkscrew, there will be a ramp on the right side
of the track. Go up it while pushing right to go over the wall onto a
hidden track. This track is MUCH shorter.
-------------------------------------------------------------------------
B. City
-------------------------------------------------------------------------
-------------------------------------
City 1
-------------------------------------
Opinion: This course has great graphics. You will find your first loop
here.

Jumps: 1
Ramps: 2
Nitro Curtains: 0

Best Path: After the river, there will be two paths to take. Take the
left path, it is longer but you will go faster on it.
-------------------------------------
City 2
-------------------------------------
Opinion: One of the longest courses, this one is in the depths of the
city.

Jumps: 1
Ramps: 0
Nitro Curtains: 0

Best Path: After the prison-like place, there will be two paths. Take
the right path, it's slightly faster.
-------------------------------------
City 3
-------------------------------------
Opinion: The second shortest course. This is the course where I went
over 700 mph with Neon.

Jumps: 0
Ramps: 1
Nitro Curtains: 2

Best Path: Right after the first turn, there are two paths. Take the
right path; it has no beams that you can run into.
-------------------------------------------------------------------------
C. Mines & Canyons
-------------------------------------------------------------------------
-------------------------------------
Mines & Canyons 1
-------------------------------------
Opinion: One of my least favorite courses. You will go through a
corkscrew that will speed you up.

Jumps: 2
```

Ramps: 0
Nitro Curtains: 0

Mines & Canyons 2

Opinion: One of my favorite courses. This course has tons of Wally
Warps.

Jumps: 0
Ramps: 1
Nitro Curtains: 0

Shortcut: When you get to the ramp, go up it and push right to land on
a secret track. This track isn't really shorter, but you can find a
Wally Warp here.

Mines & Canyons 3

Opinion: Ouch! This course is the longest and hardest in the game. You
will go through sections that have no rails! If you fall off you will
regenerate on the track again, but you will lose valuable seconds.

Jumps: 1
Ramps: 0
Nitro Curtains: 0

D. Space Station

Space Station 1

Opinion: A nice course, this course has a lot of loops.

Jumps: 2
Ramps: 0
Nitro Curtains: 0

Best Path: Right after the first turn, there will be two paths. It
really doesn't matter what path you take, but I like to take the left
path.

Space Station 2

Opinion: A very weird course, you will go through a lot of haze.

Jumps: 1
Ramps: 1
Nitro Curtains: 2

Best Path: After the loops, there will be two paths. Take the right
path, it has two nitro curtains.

Space Station 3

Opinion: My favorite course. When you get a pack of missiles, you will
always get five of them.

Jumps: 0
Ramps: 1
Nitro Curtains: 1

Shortcut: After the second dip, there will be a ramp. Go up the ramp
and you will hop onto a secret track. At the end of it, there is a
nitro curtain.

E. Secret Course

Opinion: A course by the ocean. At first glance this might look like a
boring course. It is very short and has no obstacles. But in truth,
this course can be one of the hardest to win. There are many weapons
that the computers will keep hitting you with.

Jumps: 0
Ramps: 0
Nitro Curtains: 0
==
7. Extreme Contest
==
There are three Extreme Contests. Each one is longer than the next.
There are also three difficulties. Extreme Contest is where you will
unlock everything. You also seem to go slower here than in Single
Player mode.

This mode can also be a 2-player mode. Just have the other player press
start on controller 2 at the bike selection screen.

The point system goes as follows:
1st- 8
2nd- 6
3rd- 5
4th- 4
5th- 3
6th- 2
7th- 1
8th- 0

You can also get extra points:
Don't use any nitros- 1
Avoid the walls for most of the race- 1

The Contests and the courses you will play:
Atomic:
Desert 1
Desert 2
City 1
Mines & Canyons 1

Critical Mass:
Desert 1
Desert 2
Desert 3
City 1
City 2
Mines & Canyons 1
Mines & Canyons 2
Space Station 1

Meltdown:
Desert 1
Desert 2

```
Desert 3
City 1
City 2
City 3
Mines & Canyons 1
Mines & Canyons 2
Mines & Canyons 3
Space Station 1
Space Station 2
Space Station 3

Your Opponents and their fixed weapons:
Gray: Excel
Strike: Pulse
Blaze: Excel
Locus: Pulse
Rizal: Excel
Phati: Excel
Pulse: Pulse
========================================================================
8. Single Player Mode
========================================================================
------------------------------------------------------------------------
A. Practice
------------------------------------------------------------------------
Practice just lets you play against the computer opponents you played
against in Extreme Contest. You get to choose from the three
difficulties and any tracks and bikes you've unlocked. You also seem to
go faster here than in Extreme Contest mode.
------------------------------------------------------------------------
B. Time Trial
------------------------------------------------------------------------
Just like practice, but you race against the clock instead of the
computer opponents.
-----------------------------------
My Records
-----------------------------------
These times come after many tries. You probably won't be able to match
them on your first try.

Desert 1- 34.05
Desert 2- 32.88
Desert 3- 39.68
City 1- 33.56
City 2- 55.70
City 3- 29.86
Mines & Canyons 1- 39.88
Mines & Canyons 2- 53.10
Mines & Canyons 3- 1:03.40
Space Station 1- 35.45
Space Station 2- 38.66
Space Station 3- 49.53
Secret Course- 10.71
-----------------------------------
How to get better records
-----------------------------------
1. First, you want to use Neon to set the records.
2. Attempt your record on the second lap.
3. Save all your nitros for the second lap.
4. Using nitros in front of nitro curtains makes you go really fast.
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-------------------------------------------------------------------------
B. Shoot-em-up
-------------------------------------------------------------------------
In Shoot-em-up mode, you are trying to destroy as many droids as you
can in three laps.
-----------------------------------
My Records
-----------------------------------
Desert 1- 32
Desert 2- 35
Desert 3- 35
City 1- 39
City 2- 48
City 3- 22
Mines & Canyons 1- 22
Mines & Canyons 2- 33
Mines & Canyons 3- 33
Space Station 1- 26
Space Station 2- 25
Space Station 3- 35
Secret Course- 14
-----------------------------------
How to get better records
-----------------------------------
1. I like to use Raze
2. Try not to get the mortar rockets; they don't do much.
=========================================================================
9. Multiplayer Mode
=========================================================================
-------------------------------------------------------------------------
A. Battle Arena
-------------------------------------------------------------------------
The object in battle arena is to deplete your opponent's shield before
they deplete yours.

2-4 players can play.
-----------------------------------
Course 1 (Upper Left)
-----------------------------------
This course has only two rooms. One of them has three stories. There
isn't much exciting here.

Rooms: 2
Ramps: 0
-----------------------------------
Course 2 (Upper Right)
-----------------------------------
This course has an alcove in the bottom room. You can also hop off the
top room onto to other rooms.

Rooms: 4
Ramps: 0
-----------------------------------
Course 3 (Bottom Left)
-----------------------------------
The most interesting course: this course has a secret room. In the top
room, you can go through one of the walls! The wall is right behind
where player 2 appears.

Rooms: 3
```

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Ramps: 0
-----------------------------------
Course 4 (Bottom Right)
-----------------------------------
The smallest course, this course has only one room.


Rooms: 1
Ramps: 3
-----------------------------------
Secret Course
-----------------------------------
This is just like the secret course in single player mode, except you
can go backwards.


Rooms: 1
Ramps: 0
-----------------------------------
Tips
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1. Use either Mooga or Neon.
2. The walls can hurt you. Avoid them.
-------------------------------------------------------------------------
B. Head to Head
-------------------------------------------------------------------------
Just like practice except you are racing human opponents.
-------------------------------------------------------------------------
C. Flag Race
-------------------------------------------------------------------------
Instead of weapons, you have flags. Try to collect the most flags
before the first person finishes. The person with the most flags at the
end wins. You can also shoot people to make them drop their flags and
make the flags explode by shooting them.
-------------------------------------------------------------------------
D. Multiplayer Cup
-------------------------------------------------------------------------
2-16 people can play

This is great if there is a large amount of people.

You can choose from four different variations:
Course 1- Play Desert 1, City 1, Mines & Canyons 1, and Space Station 1
Course 2- Play Desert 2, City 2, Mines & Canyons 2, and Space Station 2
Course 3- Play Desert 3, City 3, Mines & Canyons 3, and Space Station 3
Battle Arena- Battle in the battle arena courses.
=========================================================================
10. Codes and Secrets
=========================================================================
Play as Roach:
Beat Meltdown on Novice or Intermediate difficulty.


Play as Neon:
Beat Meltdown on Extreme Difficulty with a Regular Bike.


Secret Course:
Beat Meltdown on Extreme Difficult while beating all twelve tracks on
it with a regular bike.


Get everything (Password):
Go to the options menu, then select Enter Password and enter this
password: 81GGD5
```

Fisheye Mode:
Go to the bike selection screen and press R. Then enter your name as
"fisheye".

Slippery Track:
Go to the bike selection screen and press R. Then enter your name as
"banana".

Unlimited Nitros:
Go to the bike selection screen and press R. Then enter your name as
"nitroid".

High-Speed:
Go to the bike selection screen and press R. Then enter your name as
"xtreme".

Transparent Tracks:
Go to the bike selection screen and press R. Then enter your name as
"ghostly".

Change Bikes into Boulders:
Go to the bike selection screen and press R. Then enter your name as
"roller".

Magnify Mode:
Go to the bike selection screen and press R. Then enter your name as
"magnify".

Invisible Bikes:
Go to the bike selection screen and press R. Then enter your name as
"stealth".

Ugly Mode:
Go to the bike selection screen and press R. Then enter your name as
"uglymode".

Wire Frame Mode:
Go to the bike selection screen and press R. Then enter your name as
"wired".

Win Every Race:
Go to the bike selection screen and press R. Then enter your name as
"RA50". When you get into first place in a race. Pause the game and
select quit. You will have automatically won.

Programmer's Faces:
Go to the bike selection screen and press R. Then enter your name as
"xgteam". Then enter your name as on of the programmer's names. Some
choices are Andy, Ash, Craig, Darren, Giles, Greg, Joe, John, Jon,
Justin, Lloyd, Sadie, Shawn, Simon, Steve, or Omri.

Fergus Mode:
Go to the bike selection screen and press R. Then enter your name as
"fergus". Now the droids in Shoot-em-up mode will have Fergus' face on
them.

Race Upside Down:
Go to the bike selection screen and press R. Then enter your name as
"antigrav".

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Random Weapons:
Go to the bike selection screen and press R. Then enter your name as
"arsenal". Then press C> while racing to get weapons.
=======================================================================
11. Credits
=======================================================================
Ness47x- I made the Walkthrough.

Acclaim- They made the game.

Nintendo- They put the game on their system.
=======================================================================
12. Legal Stuff
=======================================================================
This Guide may not be copied in any way, shape, or form without asking
me and giving me credit. If you sell this Guide you are violating the
Federal law.

If you want to put this on your site, e-mail me and I will think about
it.
=======================================================================
13. Farewell
=======================================================================
I would like to thank you for reading my Walkthrough. If you still need
help or noticed any mistakes, feel free to e-mail me.

Farewell, and good luck.



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